

From: Aaron
Date: Wed Nov 17, 2000 8:00pm
Subject: Re: Fallen Angels, Hell and Rambling!

At 04:57 PM 11/17/00, Phil wrote:

>The "Burning", or Curse, is a procedure intended to compell the spirit to come by torturing his seal. The >seal seems to be directly linked to the spirit by some means so that the heating of the seal in a fire along >with various stinking ingredients causes the spirit. It's really more a threat to send the spirit to Hell's >deepest pit in the hope that the spirit will get it's act together and appear.

I agree. The curse used by the Goetia (and Key of Solomon I believe) is a specific procedure. Although, the original poster spoke of "having" to burn the sigil after the summoning- and I would challenge that assumption. I am not aware of any grimoiric talismans that were supposed to be destroyed after the ceremony- whether the ceremony was successful or not. In fact, most of them are supposed to be fashioned of metals, and are to last a lifetime. Once you construct a sigil and consecrate it, you have a life-long connection directly to the entity in question. You can then use the talisman without all of the long conjurations and such to contact the spirit again.

>Should the magician go ahead and curse the spirit to a stay in Hell then I agree that like you said, the spirit >is only banished from one's personal universe, meaning that other magicians can still summon the spirit. >Which brings us back to the objective/subjective debate...

Let me drop back into tribal magick for just a moment. In Santeria, each practitioner (might) have several personal Gods in the home. Each one has its own shrine with sacred objects, sacrifice, etc, etc. Specifically, They each live within the sacred objects (which are kept in an urn)- that is Their physical base much like the Talismans described in the grimoires are to the spirits.

In order to have one of these Gods, you must first go to another Santero who has the God already. You must collect all of the materials to construct your own shrine, and then a ceremony is enacted to literally "birth" the God from the old urn into the new one. What you end up with are two of the same god- kind of like lighting one candle from another (to use a previous analogy). The two Gods are actually completely separate entities- even though they are both aspects of the same overall God. One can trace this "lineage" for any God all the way back to ancient Africa- as each new God is born from one before it.

Each God has different Paths which you might have to work with. I'm not aware of how many paths each God has- but I know They all have several. The "Paths" are actually the personalities of the Gods in question. This is what makes each one individual from its "parent".

The exact same thing happens with the grimoires. If I summon Ashtaroth- I am summoning what I feel to be an objective intelligence, a force of nature. However, once I have gained the contact and bound the spirit to its physical base, it becomes strictly *my* Ashtaroth, different from any other manifestation of Ashtaroth. The "overall" Ashtaroth is still out there- to which my own, and all other, version(s) of Ashtaroth are connected. I can do what I will with my own spirit- but it will not affect the other manifestations of the same spirit.

Aaron